

IMPASSABLE

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RECENT TRADES AND OPENINGS

Hoosier Archives. Walter Buchanan, RR#3, Lebanon, IN 46052. Sub is 10/\$2.00 or 26/\$5.00 (Ind. residents add 4% sales tax) ((Huh? Tax on H.A.??)) Foreign sub: 8/\$2 or 26/\$6.00. Back issues are 30¢ apiece ((I guess the Indiana tax isn't retroactive))

Anyway you look at it, Hoosier Archives is the zine to get! But, don't let my prejudice influence you, find out for yourself!

Diplomacy Review. John Boyer, 117 Garland Drive, Carlisle, PA 17013. Published for members of the IDA only. Membership to the IDA costs \$2.00 per year. If you want to join and get this zine, then send your \$2.00 to the guy listed above--BUT!...Add no sales tax! The IDA is a non-profit organization (so far) and you guys gets the tax break!

Hurry before Uncle Sam finds out about us!

Arrakis. John Leeder, Box 1606, Huntsville, Ontario, Canada POA 1K0. Sub is postage plus 1/4¢ per page. So, you better send him some money to cover a few issues and ask him what the average size is for Arrakis! Whatever, don't send him U.S. money as I think he'll feel shortchanged what with our money not equal to theirs these days.

Circle Trigon. Bob Ward, 8665 Florin Rd., #176, Sacramento, CA 95828. Sub is 8/\$1.00.

This is a friendly little zine that I get in batches by third class. However, you can expect first class treatment as a subscriber!

Costaguana. Conrad von Metzke, P.O. Box 8342, San Diego, CA 92102. This weird zine has game openings! Yep! A position in Conrad

von Metzke's portion of a seven-game/publishers tournament is only \$6.50! Said game is part of a 7-game tourney being run one game to each of seven 'zines, with all game winners playing off in an eighth Championship foray. He says his game will operate with prophetic retreats and builds, and standard three-week deadlines. Well, anyhow you look at it, Costaguana is a good trip!

Bushwacker. Fred C. Davis, Jr., 5307 Carriage Court, Baltimore, MD 21229. This zine is sold for 12 issues at \$2.00. There are game openings in his variant, Atlantica. As a matter of fact, I'm sending my money in and maybe my dear readers would like to join and stab me! Oh well, the openings may be gone, but this guy's honest and he'll return your money if you're too late! The gamefee, by the way, is \$6.00 for those not already subbing to Bushwacker. If you are subbing, then I don't need to tell you the rest! Oh yes, map and rules are included. This is an erudite gamezine published by a 42-year-old kid who never grew up and is a member of the IDA ((Hey, we better get this kid out of the IDA or we'll end up with too many lollipops on the floor at our Annual Meeting in Chicago!))

"_____". James Massar, 127 N. Emmons St., Dannemora, NY 12929. Subs are: 7/\$1.00 or 1 year of "_____ " for \$2.50 (6/\$1 or \$3/yr.

airmail). Well, I don't know how to explain this zine, but it is unusual, to say the least! It comes in glorious rainbow colors and typed over with plenty of political and social haranges. Worth your paltry money!

Graustark. John Boardman, 234 East 19th St., Brooklyn, NY 11226. This zine has just celebrated its 10th birthday (that sure makes us feel young!) and we wish to congratulate in public its longevity and consistent publication. Over the years, it has certainly mellowed and is no longer the brash young zine it once was, but then we consider that an improvement! Get your money's worth out of our devaluated dollar in our inflated economy by turning in your dollar and get 8 issues of Graustark in return! Let the editor worry about the economy while you read the gold inside!

Anschluss. Joe O. Antoniak, 422 East Ave., LaGrange, IL 60525. 12 issues can be had for a measly \$1.00. This zine mixes

(cont. next page)

Diplomacy, Diplomacy variants and wargames! Has a million openings (well, plenty) in all three categories! All gamefees include subscriptions; game fee for Origins is \$3, for Diplomacy \$4, for most others \$3. Openings include: "Anti-Bolshevik" Origins, Regular Diplomacy, Germany-vs-the-World Diplomacy (map and rules for .25¢), Fight in the Skies, Flight of the Goeben, Soldiers, Waterloo, Starlord. Many of the latter, wargames, have only one position left, so you better hurry. However, this nut says he'll run any wargame, diplomacy variant, or what-have-you, if people will write and ask nicely. AND give him lots of money. After he mentioned that word, he broke down and was intelligible to me.....Worth a try!

Hell, how about advertising my own zines for a change?! Whether you like it or not, here they ARE!

Impassable--This zine you're now holding and reading is available at the prices given on the front page!

Aquarius--Ah! This is my baby! Sub rate is still 12/\$2.00, but may go up if I keep putting out 24 page issues like the last one! Issue #7 had 24 pages of game reports and press--mostly press! In fact, this zine has only one dippy game going and no openings! In fact, the only openings available are in the Bourse and Council of Nations games! These two are tied-in with the dippy game through player interaction in press and in possible intra-game deals. Besides the 7 major powers of the dippy game, you have the minor powers of Europe participating in the Bourse and Council of Nation games! If you want to write press, you gotta take control of a minor power and play in either of the two games above (or both). Besides those two, we have a sports network going with a European Soccer League now in progress and with a future Olympics being worked upon. Not only that, we have an entertainment section in which the readers can contribute puzzles, cartoons, stories and what have you! We have only a few minor power positions open, and if you don't want to fall too far behind the others in the Bourse and C. of C. games, you better hurry!

DIPPY NEWS FROM AROUND THE WORLD

**The IDA will be having their General Meeting at Chicago this June 22-24th. The IDA is still going strong with a membership now up to 146 strong! Join now at \$2.00 for 1973. Send your check to Walter Buchanan (address on pg. 1) written out to Inter-

national Diplomacy Association. The IDA is sponsoring a lot of programs to help the hobby including: The 1973 Calhamer Awards to be presented at Chicago DipCon, The Handbook with articles, etc. on better play, The Player Registry Placement Service, Insurance on games for publishers, and sponsorship of other individual projects such as Conrad von Metzke's Boardman numbers assignment, etc. The IDA is here to stay! Why ignore us and not join? (We're not like them Chinese) JOIN NOW!

**Diplomacy is booming in Canada and in England. If we Americans don't watch out, we'll lose our leadership! Oh well, we're losing everything else like in oil, money, inflation....I guess we can stand another takeover! Anyhow, this augurs good for the International Diplomacy Association and the spirit of international goodwill. We now have two English members, one Belgian member, one South African member, and one New Guinean member. I consider that some spread! Oh yes, we have a hell of lot of Canadians in the IDA, too!

**I got recently a letter from both Lakofka, the IDA Ombudsman, and Karl Pettis, a member publisher in the IDA on a dispute between them. It seems that Mr. Lakofka sent in game orders that were not totally clear to the GM. To complicate matters, Lakofka cannot rule on this IDA supervised dispute because he's the Ombudsman! The Council and others are now working at a solution. In the meantime, the dispute was that the GM could and demand exact orders for each unit the player has. I believe that is a right of the GM, and not of the players so I approved of that. More news on this development will be restricted to the DR (or in any member zines).

**On the home front, I would like to say that the past few weeks have been almost hell in that one thing piled onto another. Yet, I feel with the forthcoming vacation that I will catch up and remain indefinitely organized for the good of all my readers. The fate of Lost Horizons is now in the air, and what may happen is that I will keep that zine going long enough until I can merge it with Impassable. This means that Impassable will someday have two variants added to it--probably by this Fall. I have decided to restrict my publications to three zines: Impassable (and Lost Horizons), Aquarius and Diplomacy Review for the IDA. This is plenty and I think that is my capacity for quality. I could always do more, but the quality wouldn't be what I want.

This issue of Impassable is not a super issue, but at least it is a normal issue.

(cont. on pg. 9)

SCOTICE SCRIPTI III (1973Ddl), Autumn &
Winter 1016

New Player for England: Richard Swies, 4829
Leamington, Chicago, IL 60638. COA: Charles
Reinsel, Box 33, Leeper, PA 16233; Steve
Cooper, 7521 Allman Dr., #201, Annandale,
VA 22003. Other addresses can be found in
issue #20 of Impassable.

EAST AND WEST GIRD THEMSELVES FOR A SHOWDOWN

Fall 1016 revisited: Connacht's F Galway
Bay failed to move, and Munster's A Leitrim's
support was cut. Adjudications otherwise
remained the same.

Autumn 1016: Connacht R A Roscommon-Sligo;
Ulster R A Donegal-Erne

Winter 1016:

CONNACHT (Schleinkofer): R F Galway Bay
ENGLAND (Swies): R A Hereford
KYMURU (Reinsel): B F Mona, F Cardigan
LEINSTER (Hilliker): SP
MUNSTER (Cooper): SP
ORKNEY (Keller): R F Donegal
SCOTLAND (Tonnesen): B F Dundrennan, F
Lismore (NC)
ULSTER (Nielsen): SP

SPRING 1017 ORDERS due Thursday, July 6, 1973
at noon, EDST.

Game Analysis--This Winter did not see fleets
overtake armies in numbers. However, in the
all important East-West matchup, the fleet
power remains equal. I'm presuming that
Kymru and Scotland will soon be fighting the
rest of the "world." If that be the case,
the Irish and their northern ally (made
possible by Orkney's removal of F Donegal)
Orkney presents 8 fleets to oppose the 8 of
the Great Eastern Alliance. As a fleet-power,
Scotland leads the world with the staggering
number of five fleets--equal to the total
forces of any one of the Grand Western Alli-
ance!

Looking ahead, the crucial battles will
be for control of the seas. At this moment,
the West has control, but when the Scottish
warships gets offshore, there will be a
tremendous sea war of which the likes is
never seen in regular Diplomacy.

The winning alliance will probably be the
one that gets ahead in fleets. The Great
Eastern Alliance has a possible chance at
picking up two more centers for two fleet
builds while the West could also match this.
Probably, the whole key to the balance of
power at sea will be the Orkney-Scotland war.

A defeat for the West there can only be
offset with a victory in the south--which
at this moment seems a long way off.

In conclusion, it may shift, but at this
time, the balance of power remains close.
Perhaps an A/F may alter things? I predict
that Scotland, Kymru and Munster will all
have at least one A/F by end of this coming
year. With the A/Fs, the war may be won,
or without them, the war may be lost instead.
Press:

Scone--King Malcom was in retreat and not
available for comment. The rumor has it
that he feels badly about his mistake last
Fall. He truly feared a unfriendly govern-
ment would take control if the King of Man
did die. Now, he does not know what to do
to set things right without endangering
Scotland.

Stonehenge--The great stone offers that a
large gift could repay for your horrendous
crime--if the victim can be bought off.

Sligo--The uncivilised of the island have
turned on the only civilising force they
have known, as a result, one of the English
will conquer Ireland. It is sad, but Munster,
Leinster and Ulster have decided.

Stonehenge--The great stone is shedding tears
for Ireland. This is considered a minor
miracle since no Hercules is around to
squeeze the water out of the great stone.

England--I, Richard the Norseman, have landed
and conquered this land before that stable
boy William has even been born! You are all
doomed! Pay me homage or you will pay with
your heads! My army is unconquerable and my
strategy the best. Surrender now and I may
show mercy (but don't count on it).

Kymru--Kymru declares war on Leinster!
"Beware the ides of May!"

Dublin--Looking out of the window high atop
his castle, Charlie O'Shea gazes toward
Kymru. When told of the remark made to him
by those in command of Kymru he replies,
"Who said anything about leaving?"

GAME 1970BJ, Autumn & Winter 1907

COA: Steve Cooper, 7521 Allman Dr., #201,
Annandale, VA 22003

Fall 1907 revisited: Italian order A Tri-Vie
succeeded; shouldn't have been underlined.

Autumn 1907--Russia R A Mos-StP

Winter 1907--

AUSTRIA (Beyerlein): SP
ENGLAND (Thomas): SP
GERMANY (Cooper): R A Gas
ITALY (Phillips): B A Ven, F Nap, A Rom
(cont. next page)

RUSSIA (Richter): R F Edi, F Syr

SPRING 1908 ORDERS due Thursday, July 6, 1973 at noon, EDST.

Winter 1907 Positions:

Austria: A Mos, A Ukr, A War, A Gal, A Con, F Aeg, A Bul, A Sil, A Ber, A Vie (10);

England: F Yor, F Cly (2); Germany: F Bal, A Ruh, F Hol, A Kie (4); Italy: F Nwg, F Nth, F Eng, A Bel, F Spa(NC), A Mar, A Mun, A Tri, F Smy H, A Ven, F Nap, A Rom (12); Russia: A StP, F Nor, F Bla, A Sev, A Liv, A Ank (6)

Press---

Moscow Underground--You Austrians better get out of here before we set Moscow afire.

GAME 1972AZ, Autumn & Winter 1906

Fall 1906 Supply Center Chart revisited:
Austria lost ~~Yeh~~.

ONE LITTLE PIG GONE, TWO MORE TO GO!!

Autumn 1906--France R A Mun-Bur

Winter 1906--

AUSTRIA (Osmanson): SP

ENGLAND (Wiskow): B A Lon

FRANCE (Mahler): B F Mar

GERMANY: out of game

ITALY (Hollingsworth): R F Apu

TURKEY (Thomas): SP

SPRING 1907 ORDERS due Thursday, July 6, 1973 at noon, EDST.

Winter 1906 Positions:

Austria: A Tri, A Boh, A Mun, F Ion, F Aeg, A Pru, A Mos, A Arm, A Ser, A Sil, A Bul (11);

England: A Liv, A StP, F Bar, F Swe, F Bal, F Nor, A Bel, A Ruh, A Ber, A Kie, A Lon (11);

France: A Rom, A Ven, F Lyo, A Nap H, F Tyr, F Smy, F Wes, A Bur, A Pie, F Mar (10); Italy:

F Con (1); Turkey: A Ank (1)

Press--

General Hatton--Hot damn, this war is really rolling. Everyone's mixing it up. My predictions for Winter 1907: E12, A11, F10, I 0 or 1, T 0 or 1. The following two top secret cables predict the winners in two other wars. BCEEKLMNOVY. BBEELNNORWY. Can you break the code?

France--Stephan was right about one thing, them slob...er slavs are conceited. Who is pulling the strings of the Great Slob? Are those strings really strands of spaghetti?

Garibaldi--Without a doubt, this game has some of the worst propaganda I have ever encountered. Won't someone please elevate the tenor of the press by publishing some pornographic prose.

Impassable--Oh, there's has been an overwhelming amount of such prose, but I have been skipping them of late...@#%\$&*! Try and break that code!

GAME 1972BG, Fall 1906

ALL RUSSIAN MOVES ARE HALTED! AUSTRIAN WAR MACHINE SLOWS DOWN IN FACE OF RUSSIAN POWER!

AUSTRIA (Pyle): A Mun S A Boh-Sil, A Tyr S A Mun, A Boh-Sil, A Gal-War, A Ukr S A Gal-War, A Rum-Sev, A Bul S F Con, F Con S Ita F Aeg-Smy, A Bud-Gal

ENGLAND (Keller): A Lon-Bre via F Eng, F Eng C A Lon-Bre, A Pic S A Lon-Bre, A Ruh-Bur, A Wal-Bel via F Nth/im/, F Bel-Hol, F Nth C A Wal-Bel/im/, F Swe H, A Kie H

FRANCE (Murray): F Mid-Bre, A Bur-Par, A Mar H/a/

ITALY (Hrbek): F Por S F Spa(SC), F Spa(SC) S A Pie-Mar, A Gas S A Pie-Mar, A Pie-Mar, A NAF H, F Aeg-Smy

RUSSIA (Fish): A War-Ukr/r/, A Ber-Mun, F Bal-Swe, F Bla-Sev, A Ank-Con, A Sil-Gal

TURKEY (Tovson): F Smy S Rus A Ank-Con

AUTUMN & WINTER 1906 ORDERS due Thursday, July 6, 1973 at noon, EDST.

Fall 1906 Supply Center Chart:

Austria: Home, Ser, Gre, Bul, Mun, Rum, Con, War (10) B1

England: Home, Nor, Den, Bel, Hol, Swe, Kie, Bre (10) B1

France: Par, ~~Bre~~, ~~War~~ (1) R1, lost 1 F '06

Italy: Home, Por, Spa, Tun, Mar (7) B1

Russia: ~~War~~, Sev, Mos, StP, Ank, Ber (5) R1

Turkey: Smy (1) SP

Press--

Upsluck, Iowa--Behold the mighty armies of wrath! How will Italy's alliance with Austria hold up once Austria has devoured Mother Russia? Perhaps the same route as the Austrian/Russian???

Paris--Nobody loves me, nobody likes a loser. Rome, October 1906--Having recently returned from a review of the western front, King Ginzo announced his plans to travel to the Austrian capital to investigate the prospects offered by Princess Catherine of Austria. Since the expected announcement of Catherine's
(cont. next page)

marriage has been delayed for over a year, the King speculated that a suitable suitor could not be found. "Once Her Highness feasts her eyes on me," stated his humbleness, "the problem will be solved." When asked what special qualifications he possessed that would ensure him success in his mission, the King quickly (and flawlessly) recited the Boy Scout Oath and added, "Besides, I've been a virgin since I was eighteen."
North Sea--Glub!
Impassable--That should be, oops!

GAME 1972CD, Autumn & Winter 1905

Fall 1905 revisited: Russian A Ukr-War failed. Supply Center Chart overlooked Ber for France (thus builds 2) and Turkey gets a build since he's one short.

Autumn 1905--Italy R F Tyr-Nap; NOR from Germany and GM disbands Ger A Kie
Winter 1905--

ENGLAND (Schleinkofer): B F Edi
FRANCE (McKeon): B F Mar, A Par
GERMANY (Ray): NOR, GM removes F Swe
ITALY (Morris): B F Rom
RUSSIA (Brennan): B A War
TURKEY (Nelson): B A Con

SPRING 1906 ORDERS due Thursday, July 6, 1973 at noon, EDT.

Winter 1905 Positions:

England: F Edi, F Kie, A Den, F Nth, F Ska (5); France: F Mar, A Par, F Tyr, F Wes, F Naf, A Hol, A Ber, A Mun, A Bur (9); Germany: F Bal (1); Italy: F Rom, A Rum, A Bud, A Ser, A Vie, F Syr, F Eas, F Ion, F Nap (9); Russia: A War, F Nor H, A Fin, A Sev, A Ukr (5) B1; Turkey: A Con, F Aeg, A Smy, F Gre, A Bul (5)

Press--

Camelot--King Arthur, in a message to his ministers, said he would never consider Victor Emmanuel's request that England invade France. France is the only country England has been able to trust. The King also said that England would fight France only if France attacked England.

Rome, Dec. 21, 1905--A typical French reply was made in response to Italy's plea for peace. (In other words, our message was completely ignored.) Thus, the Italian Parliament has unanimously voted for war against France, while General Garibaldi has sworn to do unto the frogs as he did unto Austria. #End#

GAME 1972CJ, Summer & Fall 1904

COA: Steve Cooper, see SSIII for address

AUSTRIA INVADES ITALY WHILE RUSSIA COMPLETES HIS CONQUEST OF GERMANY! MR. SCHILL'S NEW LEADER OF ENGLAND!

New Player for England: William Schill, 14101 121st Ave. NE, Kirkland, WA 98033. Others can be found in issue #20 of Impass.

Summer 1904--Germany R A Vie-Ruh
Fall 1904--

AUSTRIA (Verheiden): F Adr-Ven, A Tyr S
F Adr-Ven, A Tri S F Adr-Ven, F Ion-Apu,
F Aeg-Ion, A Hol S A Bel, A Bel S A Hol
A Smy-Ank, A Con S A Smy-Ank, A Rum H,
ENGLAND (Schill): F Eng-Ion, F Iri-Lvp
FRANCE (Cooper): F Wal-Lvp
GERMANY (Ostapkovich): A Ruh-Bel, F Den H/a/
ITALY (Lakofka): F Bre-Eng, F Mid S F Bre-Eng, A Pic S Ger A Ruh-Bel, A Gas-Mar, A Pie S A Ven, A Ven S Tur A Ank-Bud/imp/r/, F Apu S A Ven, F Tyr-Nap, F Wes-Tun
RUSSIA (Wrobel): F Sev H, F Nth S A Swe-Den, A Swe-Den, F Kie S A Swe-Den, A Ber S F Kie, A Mun S Aus A Tyr, A War-Pru, A Ukr-War
TURKEY (Richter): A Ank S Rus F Sev-Arm/nso/r/

AUTUMN & WINTER 1904 ORDERS due Thursday, July 6, 1973 at noon, EDT.

Fall 1904 Supply Center Chart:

Austria: Home, Ser, Gre, Bul, ~~Nth~~, Con, Bel, Smy, Hol, Ank, Ven (12) B2
England: Edi, Eng (2) SP
France: Lvp (1) SP
Germany: ~~Hol~~, ~~Den~~, ~~Kie~~ (0) R1 is out of game
Italy: ~~Nth~~, Rom, Nap, Tun, Spa, Por, Mar, Par, Bre, (8) R1
Russia: Home, Swe, Rum, Ber, Kie, Nor, Mun, Den (11) B3
Turkey: ~~Ank~~ (0) R1 out of game

Game literature--

Naples--Paranoia King Eric Verhideout sat inside his hermetically sealed plastic cubical and took a deep breath of quadrupled filtered air. After a tidy repast of wheatgerm and honey, he took a double dose of geritol and prepared for his day's work. The agenda called for military actions to prevent a major war on his eastern border. There, an "army" of 7 drunks and a child with a water pistol were threatening to attack the King's Bar & Grill. Since his lordship could tolerate no possible attack on his person, (cont. next page)

throne, kingdom, water supply, or his food franchises, he chose to take proper counter-measures. This consisted of killing the 7 drunks, castrating the child and sending all of their immediate families (through 4th Cousin twice removed) to Iceland. This was beneficial to Iceland, in trebled it's population and allowed it to convene the world championship chess match there in 1972. The Dream Maker--The fire ball rose in the sky like a deadly accurate missile tracking its prey. "Fasten your seat belts!" cried a voice from the cockpit. Almost at once the huge 747 began a banking climb to avoid the object approaching it from below.

"What can be done, Lendore?"

"It is not a major threat, Rumble. Sines-trae is hoping I would be lax and not be ready for his assault. You must get us to the back of the aircraft quickly--there is no time to waste!" Stan struggled to get out of his chair as the plane banked at a near 35° angle. The panic of the passengers was producing chaos in the aircraft. Stan, with a new sense of balance and strength, raced to the rear of the craft and down the elevator to the kitchen. It was deserted. Lendore acted at once and blew the emergency door out. Pots, pans and utensils were sucked out of the door as Stan held on to a bulkhead with all the strength he could muster. After a few moments, the pressure subsided.

"Stan, to the door quickly!"

"I feel faint, Lendore! No air!" wheezed Stan.

"Rumble, move your ass! I'll get you air in a minute!" Stan used the last of his strength to get to the open doorway. The fire ball was only 250 feet away when Lendore cast his own missile of interception! A giant flash illuminated the airplane, but there was no explosive force. The aircraft regained its stability a few minutes later and they began to drop to a lower altitude.

"Whoever is in the kitchen. Are you alright? This is the captain." "He must be dead, Captain, he couldn't live through that," another voice broke in.

"Stan, get a parachute, we must jump. You can not be found here." Stan was still grasping at his chest trying to get his breath. "Rumble! Hurry!" Stan began to fall into unconsciousness...the last thing he remembered was tumbling head over heels in mid air, then he backed out.

to be continued!

Just as with drugs, it is easy for a country to fall into bad government, but very hard to break the addiction and return to democracy.

GAME 1972CK, Summer & Fall 1905

COA: Gary Davis, Rte. 2, Box 37, Sanford, NC 27330

Spring 1905 revisited: Italy's F Tyr-Iyo succeeded while F Nap-Ion failed. I underlined the wrong order.

TURKISH ARMY LANDS IN APULIA!

Summer 1905--Italy R F Ion-Tun, A Tri-Ven
Fall 1905--

AUSTRIA (Chin): F Ion C Tur A Alb-Apu,

A Vie-Tyr, A Tri S A Vie-Tyr, A Ser-Rum,
A Rum-Sev, A Mos S A Rum-Sev

ENGLAND (St. Johns): F Bar C A Edi-StP(NC),
F Nwg C A Edi-StP(NC), F Bot S A Edi-StP
(NC), A Edi-StP(NC), F Nth C A Yor-Hol,
A Yor-Hol, F Bel-Eng, F Mid-Per, A Ion H

FRANCE (Gray): NOR. A Par H, A Mar H/r/,
F Bre H

GERMANY (Lindauer): A Ber-Mun, A Kie S A
Ber-Mun

ITALY (Gershenson): F Tun-Ion, F Nap S F
Tun-Ion, F Iyo-Tyr, F Spa(SC)-Mar, A Pie
S F Spa(SC)-Mar, A Mun-Tyr/r/, A Ven S A
Mun-Tyr

RUSSIA (Davis): A Ukr-Mos

TURKEY (White): A Alb-Apu via Aus F Ion,
F Gre S Aus F Ion, F Eas S Aus F Ion,
F Con-Aeg, A Bul H

AUTUMN & WINTER 1905 ORDERS due Thursday,
July 6, 1973 at noon, EDST.

Fall 1905 Supply Center Chart:

Austria: Vie, Bud, Tri, Ser, Rum, Mos, Sev
(7) R1

England: Home, StP, Nor, Den, Swe, Bel,
~~Edi~~, Hol, Por (10) R1

France: Par, ~~Mar~~, ~~Por~~, Bre (2) R1

Germany: Ber, Kie, Mun, ~~Edi~~ (3) R1

Italy: Home, Tun, ~~Mar~~, Kie, ~~Tri~~, Spa, Mar
(5) R2

Russia: War (1) SP

Turkey: Home, Bul, Gre (5) SP

Press--

Germany, Oct. 1, 1905--Beware all invaders of Germany. The wrath of the German Army is deadly! As of this date, a massive attack has been launched on the last occupied German province, Munich. It is expected that the invading Italian forces garrisoned at Munich will be forced to pull back before the first snowflakes of Winter, thus ending the tyrannical rule of that German province since the early Fall months of 1901. The mighty German Army has recaptured in less than one year, what it took the fierce Italian warriors
(cont. next page)

more than three years to take. Let this be a warning to all nations daring to violate the sacred grounds of the Holy German Empire! Berlin to Paris--Maybe King David has forgotten how you kept the German forces occupied and helped him take Munich, but I haven't. Now that King David has gotten his, guess who's next?

GAME 1972DD, Spring 1905

Winter 1904 positions revisited: Italy had F Smy, not F Con and Russia doesn't have A Ukr, and only 3 units (is one short as result of illegal retreat that destroyed the army).

IS EVERYBODY LOST? FEW ARMIES ATTACK THEIR ENEMIE'S FORCES! ARE THEY AFRAID? CHICKENS!

Spring 1905--

AUSTRIA (Leerkamp): A Vie-Tyr, A Gal S A Rum-Ukr, A Rum-Ukr, A Bud-Rum, A Bul S

Ita F Aeg-Con, A Boh S A Gal, F Ion-Tun
ENGLAND (Dick): F StP(NC)-Bar, F Nth-Nwg, F Lon H, A Edi H

FRANCE (Fujihara): A Bur-Bel, A Mun H/r/, A Mar H, F Wes H, F Spa(SC) H, F NAT-Mid

GERMANY (Chin): F Nor-Nth, F Den S F Nor-Nth, A Kie-Mun, A Ruh S A Kie-Mun, A Pru-Liv, A Ber-Sil, A Swe-Nor

ITALY (Roll): A Sev S Aus A Rum-Ukr, F Aeg-Con, F Smy S F Aeg-Con, F Tun-NAF, F Tyr S Aus F Ion-Tun, A Pie H

RUSSIA (Nelson): A Mos H, F Con H/r/, A Ank S F Con H

SUMMER & FALL 1905 ORDERS due Thursday, July 6, 1973 at noon, EDST.

Press--

London, April 13--A general court martial was held today by the Admiralty for one Rear Admiral L. White. Rear Admiral White, commander of the 1st Cruiser Division North, has been accused of defaming his majesty's government to certain foreign powers. If convicted, the penalty could be the block.

London, April 15--After two days of fighting a losing court battle, Rear Admiral L. White was sentenced to death via the chopping block. In concluding the sentence, 1st Sea Lord Dickenson said, "Now you will have to shut your mouth."

Parliament, April 20--"The Great Debate"

"Gentlemen, I have a letter from a certain foreign power asking us to join them in a crusade that could throw the known world into chaos. Can we risk our somewhat secure

7
position in order to throw battle-tired units at friends so they may reap all the glory and fruits of victory?

They say our allies plan to do us in as they tried to in 1902. How can we be sure that they are not trying to deceive us? Can they be telling the truth? We'll wait and see.

GAME 1972DF, Summer & Fall 1904

Spring 1904 revisited: French A Mar-Gas failed to move.

Summer 1904--France R F Mid-Spa(NC)

Fall 1904--

AUSTRIA (Conner): A Bud S Tur A Rum-Gal, A Ven H, A Vie-Tyr

ENGLAND (Lindauer): A Mos S Ger A Ukr/nso/
A Nor-StP, F Eng-Bre, F Mid-Wes, F NAT-Mid, F Nth-Eng

FRANCE (Hilliker): F Por S F Spa(NC) H, F Spa(NC) H, A Mar H, F Lyo S A Mar H

GERMANY (Schill): A Gas-Mar, A Bur S A Gas-Mar, A Par-Gas, A Mun-Kie, A Ukr-War, A Sil S A Ukr-War, F Den H, F Hol H

ITALY (Fujihara): A Pie-Ven, A Tus S A Pie-Ven, F Tyr-Rom, F Ion-Adr

TURKEY (Blank): A Sev S A Bul-Rum, A Rum-Gal, A Bul-Rum, A Ser S A Bul-Rum, A Apu S Aus A Ven H, F Aeg S F Gre-Ion, F Gre-Ion, F Nap S F Gre-Ion

WINTER 1904 ORDERS due Thursday, Junly 6, 1973 at noon, EDST.

Fall 1904 Supply Center Chart--

Austria: Vie, Bud, Tri, Ven (4) B1

England: Home, Nor, StP, Mos, Bre (7) B1

France: ~~StP~~, Mar, Spa, Por (3) R1

Germany: Home, Bel, Hol, Den, Swe, Par, War (9) B1, was 1 short

Italy: ~~Ven~~, ~~Par~~, Rom, Tun (2) R2

Turkey: Home, Bul, Gre, Rum, Sev, Ser, Nap (9) B1

Press--

Trieste--Foreign Secretary Joseph Von Gottenburg announced that the English whaleship, Star of India, headed from Scotland to Baffin Island had strayed off course and was impounded when it ran out of coal 20 miles north of the Albanian border and 6 miles off the Austrian-Adriatic coast. The captain denied any connection with the English Secret Service and very indigantly demanded his vessel be re-coaled and released.

England--The Austrian actions against the English Empire have not gone unnoticed in
(cont. next page)

London. Immediately following these actions, Prime Minister Harvey called a special meeting of his Ministry to discuss what course of action to take. Also, special advisor to the Prime Minister, Henry Kissinger has been dispatched to Vienna, (via the U.S. postal service), to discuss the current situation with Emperor William. All the world awaits his return to London where he will meet with the Prime Minister and discuss the results of his trip. The fate of Europe and the whole world might very well be resting in his briefcase, with his dirty socks, at this very moment.

Impassable--While being processed by the USPS, Henry got stamped in a very embarrassing place by the old lady with the stamper. So, we feel that Henry won't show up in Austria! Constantinople-Berlin--Thank you!

Budapest--The police held the Berlin to Constantinople train, Vienna Waltz, an hour behind schedule when eight men, claiming to be practicing small hand gun target practice, practiced while the train was enroute from Berlin to Budapest. The men's occupations were listed as Austrian munitions seller, Turkish hat seller, English ship dealer, Italian army deserter, Russian army deserter, German beer distributor, French chef, and American tourist. The Italian and Russian were detained; the others were released and found dead fifteen minutes later.

Constantinople--The Turkish Empire today denounced the delayment of the Berlin-Constantinople train, Vienna Waltz, by Austrian police as criminal!! The trains delay and especially the disappearance of the German beer distributor raised many questions here in the Turkish Empire since the Austrians well know we have for long centuries been able to keep the Empires' Christian population under control by keeping them drunk 24 hours a day. Turkish secret service agents will look into the incident.

Sevastopol--If English or German forces attempt any such invasion of our grand province, all the fires of Hell shall be reaped upon their heads!!

GAME 1972BW, Spring 1906

CARETAKER GOVERNMENT KEEPS FRANCE ON THE MOVE
GERMANY IS PRACTICALLY WIPED OUT! ITALY TAKES
GREECE AS THE TURKS TAKE THE IONIAN SEA! WAR!

GM Note--When orders were not received from France, the GM tried to call, but could not reach the player. So, his General Orders were used and followed to the letter.

This was the reason why this zine was delayed. The fact that we felt it was our fault in not being able to contact the player when they ask to be called if no moves are sent in. From today forward, we will no longer guarantee that we will be able to get in touch with you by phone should you fail to send in your moves.

ENGLAND (Nielsen): F Nth-Lon, F Ska-Nth,
F Nwg S F Ska-Nth

FRANCE (DePrisco): (G.O. were used by neutral player.) A Ruh-Hol, A Bel S A Ruh-Hol, F Eng S A Bel, A Pic-Bur, A Bur-Ruh, A Pie H

GERMANY (Davies): F Den-Ska, A-Kie-Mun,
A Hol-Kie/a/

ITALY (Lindauer): A Alb S A Ser, A Ber-Kie,
A Bud S A Ser, A Mun-Sil/r/, A Ser S F Ion-Gre, A Ven-Tri, A Vie S A Bud, F Ion-Gre, F Nap-Ion, F Rom-Tyr

RUSSIA (Knudsen): A Gal S A Sil, A Sil S Ger A Kie-Mun, A Rum S A Gal, A-Sew S A Rum, A Fin-Nor, F Swe S Ger F Den-Ska, F Nor-Nth

TURKEY (Abbott): F Eas-Ion, F Aeg S F Eas-Ion, A Bul-Gre, A Con-Bul, F Smy-Eas

SUMMER & FALL 1906 ORDERS are due July 6, 1973 at noon, EDST.

Press (What we can fit onto this page)--
Kiel--26 Mai 1906--Italienischer Angreiferin! Diese ist evere Todesurteil!!

Reykjavik, Iceland--This Spring should prove to be fairly interesting because it should pretty much tell who is with who, and who is against who. It should answer some key questions such as: Is Turkey really with Russia against Italy as his build of F Symrna shows, or will he go with Italy against Russia? Has France joined Russia by attacking Italy, or is the move to Piedmont just a hoax that France and Italy have planned? Have Russia and England settled their differences, and are they now together against Germany and that is why England retreated to Skagerrak rather than Barents Sea, or will they continue to fight? Was Germany able to successfully talk either France or Russia onto his side against Italy, or possibly talk Italy onto his side against France and/or Russia? Many of these questions and even some others should be answered this Spring, so this Spring should be one of the most interesting and most decisive seasons yet.

Impassable--Hey! We got all the press in for this game! Well, these are the last words being typed in this issue. Have a good 4-wk. respite from Impassable and see you at Chicago! Peace and all that....

I will hope, again, for having a super issue next time around as I have a good chance, what with my week vacation and day off for July 4th. A bright note for me these past few weeks has been my winning the Carlisle Chess Club Championship in a 9 game tournament. I took first place with a clean slate of 9 victories and no losses. There was a three-way tie for second at 6-3 apiece. I ran into some time trouble, but I came out of all of them to go ahead and win the tournament! Another bright note is that we won't be meeting for this summer and I can therefore relax for a change on Monday nights!

Of course, the big event coming up is the DipCon at Chicago! I'm going and I hope to see and talk with many of my dear readers. I'm bringing along some of my junk for personal display and maybe a few games of chess! Oh well, at least I tried.....so, rather than boring you any further with my crap, let us proceed to the articles!

STATISTICS OF THE EUROPE 1721 GAMEBOARD: by Charles (Norb) Reinsel

((Since everyone now has a copy, I thought they may wish to see Charles article, his current feud notwithstanding us from enjoying his analysis. This article applies to the original map version and not to 1721 II that will be used in Lost Horizons))

The Europe 1721 map has a total of 110 spaces to which the military units may move. 89 of these are land provinces. 21 are sea spaces. 27 of the spaces are land locked and may only be entered by armies. Fleets may go to the 21 sea spaces, and the 62 coastal land areas for a total of 83 spaces. This is 6 less than the 89 spaces that armies may move to. Of those 89 land spaces, 50 are supply centers and 39 are non-supply provinces.

Of the 27 spaces that may only be reached by armies, 11 are supply centers and 16 are not. 15 of the 110 spaces of Boyer's game map touch the Impassable (ie "oz" like) rectangular border. Of these 15 impassable border spaces, 11 may be entered by fleets, and 4 may be entered only by armies. 7 of these outside border spaces are sea spaces, and 8 are land provinces. Of these 8 land border provinces, 5 are supply centers and 3 are not.

Note! This game could have almost included Scandinavia, but this would have made this country and all the northern powers much weaker, so it could not be included in

a viable game situation!

Country:	A	B	C	D	E	F	G	*	Border Sit.
England	6	4	2	0	0	6	5	1.20	good
France	7	4	3	2	3	6	9	.67	weak
Spain	7	4	3	1	1	7	6	1.17	good
Poland	6	4	2	3	2	6	10	.60	weak
Austria	12	6	6	3	6	11	24	.46	poor
Russia	6	4	2	2	2	5	11	.45	poor
O. Emp.	14	5	9	3	2	12	13	.92	average
Neutrals	31	19	12	-	-	-	-	--	
Sea Spac.	21	-	21	-	-	-	-	--	
Total	110	50	60	-	-	-	-	--	

Key to Above Chart:

A=Total provinces in homeland

B=Number of supply centers

C=Non-supply centers

D=Borders other major powers

E=Borders other supply centers

F=Homeland border spaces*

G=Foreign spaces along border*

NOTE! *If F is greater than G, it is a favorable situation. However, if G is greater than F, the border situation is unfavorable.

Conclusions! England and Spain have the best border situations. Russia and Austria have the worst borders to defend. If this plays just half as good as "Scotice Scripti III" it should be a FUN GAME!

T-O-P S-E-C-R-E-T
or, How to win on Diplomacy

Diplomacy is a nice game, but it can often be a frustrating game to play--much less to actually win. Being a fairly competent observer as a player of this fascinating game, I would like to give some of my top secrets. You can steal them or you can forget them. I cannot lay any claim to having won a game. As a matter of fact, I have a perfect slate of defeats! But, you learn most from your defeats....

Secret number one--Be honest, trustworthy and loyal as an ally! Yes, this is considered contrary to many other philosophies, but I have observed that those who stab a lot don't last to the finish of the game. After the first one or two stabs, they have problems in finding a new ally, and they then lose to the balance of power.

Secret number two--Observe the balance of power! You must determine which countries hold the most power--both current and potential. You must consider the other wars in your game since Diplomacy is really a series of little wars. The general rule of thumb is to keep your enemies to a minimum while exploiting the "disagreements" between other countries without actually getting involved.

(cont. next page)

As long as two other countries are bogged down in their own little war, they can't bother you! Take care to note any country getting ahead and side with the losing power to the extent that you don't help the growing power. You need not commit yourself with other countries in order to keep the others in balance long enough until you have wiped out your own single enemy.

Secret number three--Play a strong diplomatic game! Don't make promises and then break them! Do keep active and write many letters to your ally(s) and let him know that you're trustworthy and helpful as any ally. It goes a long way to have an ally who will stick with you out of gratitude even when you become bigger than he is.

In short, you must keep up a close contact with all countries you need to work with. Also, you should attempt to open up a channel of "familiarity" with a future potential ally. If you don't do this you may find that someone else has snared him for an ally!

Secret number four--You must remember that you are fighting a war and thus you should apply war tactics and strategy to your game! Keep a solid front line, allow no rearward enemy units, try for good defensible positions take key geographical provinces, expand with the least length in your "supply lines". Also, try for, if at all possible, only one front/one enemy at a time in your war(s). Defeat your enemies in detail! Keep your flanks protected and your center strong. Even try to have a spare unit act as a reserve unit ready for a swing/battle at your pleasure and location. Strategically, you should consider the overall makeup of your forces. How many armies and fleets you need depends on what kind of war you're going to fight. Oftentimes, you can lose a war by losing a crucial battle where you needed another army or fleet, but had, instead, an extra useless unit of the wrong type!

Secret number five--Don't stab unless you have to in order to win a game or to survive. Try to get an ally who's already willing to accept second or survival--they are easier to handle. The best time to stab and the only morally acceptable time to stab is at near the end of the game when it almost has to be a free-for-all. If you don't stab until you need to, you may find the victim much more willing to settle for a reduced goal in return for your future guarantee of his survival. Above all, don't get nasty about it! Be nice and admit that you were sorry you had to stab him to win and that you will do what you can to help him survive and finish as high as possible. If someone

stabs you, however, you have to consider whether you may be able to get the same deal, whether you can fight back the stab successfully, or whether it would be in your best interest to become suicidal and attack him with everything you have left. The last is done in order to build up a reputation as a revengeful ally which may, or may not, help you in later games against stabs.

Secret number six--Since you and others are playing more than one game, the fact of life is that there are cross-game alliances. You must be aware of these possibilities and accept them as "legal" if not "morally."

This is one reason why beginners have trouble when there are more than 2 "pros" in their game. It is likely that the "pros" can't take a chance with having a "stupid" beginner for an ally and also may have had friendly game relationships with the other pro in other games!

So, I say that if you're playing the same opponent in two or more games--it may be possible for you to arrange double alliances! I may get blasted for this, but no one can deny that such deals aren't made--and often!

This can work in reverse, too, as in one game you may have stabbed an opponent only to find that he won't work with you in another game! So, that's another reason for not stabbing all the time...the fact is that you sooner or later must work with the same opponent(s) in other games.

Secret number seven--Study the game where it counts: balance of power; natural national expansion programs; raw tactics; rules: their interpretations as well as useful loopholes and little-known applications of the rules; war strategies; and know your opponents: their past record, their abilities as well as their reliability as a player who won't drop out or miss moves.

Secret number eight--"Little tricks of the trade" and miscellaneous secrets:

1. You may be better off not to attack in some situations! Sometimes, you can't risk the enemy retreating behind your front lines where you can't stop him. So, you let him force you to retreat to a nice, strategic spot! Then, you may be able to attack him from your new position without fear of a damaging retreat of an enemy unit!

2. Try to annihilate an enemy unit in the Spring. Next season you will have one less army to worry about (also fleet), and if you can be sure of the enemy's home centers being occupied during the Winter--he'll remain a unit short for another whole year!

(cont. on next page)

3. Don't play risky unless you have to gamble out of a desperate situation. If you have done your diplomatic homework--you will have plenty of time to win your war on a safe and solid basis of advancements, entrenchments and good solid positions at all times. Avoid loose and/or open front lines!

4. Keep in mind that it may pay to get one of your own units annihilated! Then, you'll be able to build elsewhere (at home away from your front lines) or change from an army to a fleet or vice versa! Sometimes, it really pays to have a certain type of unit somewhere else in Europe!

5. 5. Conditional orders: (this one I picked up from Doug Beyerlein) Always make full use of conditional orders! If your gamesmaster allows it, you may be able to gain by using a conditional set of orders when your enemy "forgets" to retreat, disband, build, or whatever! By using the condition of "disband" in a retreat season (few are going to disband their unit(s) when they can save them by retreating), the player may be able to take advantage of the other not sending orders in! If the other player did not send retreat orders, then he probably didn't send orders at all! The same can be true for all conditional seasons. A word of caution: check with your GM and see if conditions can be made on "disbanding" and not on "player disbanding". Also, a player could forget to retreat while sending in attack orders for following season! As a GM, I have seen a few of these. So, this can be a two-edged sword. But, if you want to risk it--you could then attack when your opponent stands still!

6. Press releases can sometimes be helpful in your game. You can at least try black propaganda (where it is allowed) in an attempt to "fake" a suitable damaging statement in order to cause a war between your enemies! Also--never try diplomatic negotiations through press releases--at best, everyone else knows your situation, and your call for help. At worst, it is taken advantage of by your enemies! Last, press releases can be a way to console your latest victim, especially if he wouldn't answer your letters.

7. Silence can be a Golden Rule. Sometimes, silence can be helpful as well as informative. First of all, if silence is all you get from people you've written to for alliances, deals, etc. then forget him and consider him an enemy! This is best heeded to during the first crucial year of the game. When you absolutely must know who will be your immediate enemy! Besides, "no reply",

though it may not mean an enemy could mean a player who won't pay close attention to the game--and an ally who does nothing is worse than an enemy you can rely on to attack!

Often, silence on your part may work to help confuse your enemy or future victim. They may be in a position that they want to hear from you and will not attack first. So, while keeping them in the dark, you then surprise them with an all-out attack! But, don't reply with silence unless you have already decided that you want the country as your enemy!

8. When writing letters, present a solid case for working together or for a plan you have in mind. Also, keep it brief as possible, and easy to read and comprehend. A long idiotic letter will just ensure your opponent(s) as an enemy! Or your end, try to decide if the letter writer/player is intelligent and reliable--the quality of the ally you pick may make all the difference in the world towards winning a game.

9. Always reply to letters (if you want to reply at all) as soon as possible. Hash out all differences and be prompt with your letters. It pays to keep up a close network of communications with your allies. Many times, it will help establish a consistent response from your ally if you can include other things besides Diplomacy game news. Talk about yourself, and try to find other common interests. That way, you will be able to form a friendly alliance and harder for your "friend" to stab you!

There are lots more secrets that one learns from experience, but in conclusion, I feel that there are a few most important tips to remember which players often do not make use of:

a. Look at the game strategically and determine where the balance of power is held. If it isn't in your camp, do something about it!

b. Keep writing letters and be prompt with your replies as well as being early with your game orders to the GM. If you can't do this, you're playing too many games!

c. Don't stab unless you have to and keep to the barest minimum at all times, the number of enemies in the game. Try to fight only one enemy at a time, one front at a time and always have an ally to help you!

These three points, I feel, are among the last "secrets" to be realized by the newer players. Perhaps they don't have the time to keep writing letters or don't like writing letters; perhaps they don't care to (cont. next page).

keep track of what the rest of Europe is doing; and perhaps they think they can win it all by themselves and with a few well-placed stabs. NOT SO! Experience tells me otherwise, and I'm sure other experienced players will say the same things as I have in this article. Above else, there are seven players and you are only one. You cannot fight them all, and you need at least one ally to have even a chance at winning the war. That, my dear readers, is the fact of life with Diplomacy! Peace. #End#

THEM CHESS GAMES...

Game #1: Wh-Fish Harbor, Bl-Fobby Bisher

1. P-Q4 P-Q4
2. P-K3 P-QB4
3. KN-KB3 P-B5
4. P-QKN3 (this move is as given, but we will have to ask for the move over--was that QN3 or KN3?)

Game #2: Wh-Fobby Bisher, Bl-Sorris Bpasky

3. NxP P-Q3
4. NxP KxN
5. B-B4(ch) P-Q4
6. BxP(ch) NxB*
7. ...

Game #3: Wh-Sultan Blank, Bl-Joe Pro

1. P-K4 P-QB4
2. B-QB4 P-K3
3. Q-KB3 N-QB3
4. ...

Game #4: Wh-Schmoe, Bl-Joe Pro

1. P-K4 N-KB3
2. P-K5 N-Q4
3. P-QB4 N-N3
4. P-Q4* P-Q3*
5. ...

IMPASSABLE PUZZLES

Puzzle #20: This puzzle elicited only two attempts even though I offered a prize! Anyhow, neither found five words and so the prize is not used up. One sent in 720 combinations of the six letters and found only four by his count and two by my count. Nevertheless, he did not come up with five. It seems my mistake was to: 1) either set a goal too high, or 2) didn't check myself on word possibilities. I didn't do the latter since I was lazy. So, the first became true. Hmm....only two words with those letters? Only saucer and cesura? Those letters are a rare combination! Good try Harvey, better luck next time. Too bad I didn't allow words of less than six letters or we would've had a winner.

Puzzle #21: This is going to be a running contest for the prize that we offered in Puzzle #20! This time, we're going to use Scrabble's brand game of Crossword Cubes. This game is played by shaking up dice of letters and then by arranging them in crossword fashion for the most possible points. Points vary per letter and any not used is counted against you. Any letter used more than once is counted for each word it's a part of. Words must read to the right or down as in crossword puzzles. Words must not be proper nouns or foreign or slang words. The player first getting 120 points wins the contest and the prize of \$1.00 or a game opening in a future CHP game. Letters for this round are: A,A,U,U,U,C,G,G,G,L,N,T,V,Y. Pts per letter are: A=1, U=1, C=3, G=2, L=1, N=1, T=1, V=4, Y=4. You must submit a complete diagram of your final set up. Good luck!

IMPASSABLE #22
117 Garland Drive
Carlisle, PA 17013
U.S.A.

You are asked to standby
for _____ in Game _____
You are mentioned somewhere
in this issue, but I'm too
lazy to look up page number. ____
This is your last issue
unless you send cold cash ____

FIRST CLASS MAIL



FIRST CLASS MAIL